## **General Information**

The Chula Vista Youth Basketball League will host practices in two geographic locations, East & West Chula Vista. Practices are held once a week for one hour. Games will be played on Saturdays on a rotating basis from Parkway Gymnasium and Montevalle Recreation Center from 8-2pm.

Requests for participants to be placed on the same team or specific days/times for practices cannot be honored.

<u>Online Registration:</u> Opens October 23, 2021 at 8:00am. Please note there is a nominal/non-refundable fee charged for online services.

Age verification must be submitted at evaluations. You may use a birth certificate, passport, or any other legal document that provides proof age.

Divisions	Year Born	<b>Practice Day</b>	Game Day
A Division	2008 - 2009	Thur. 6-7pm	Saturday
<b>B</b> Division	2010 - 2011	Thur. 5-6pm	Saturday
<b>C</b> Division	2012 - 2013	Tue. 6-7pm	Saturday
<b>D</b> Division	2014 - 2015	Tue. 5-6pm	Saturday

## Fee / Cost

Registration is open to youth of all skill levels, inexperienced and experienced players.

FEE: \$110 RES. / \$135 NON RES.



Important Dates			
October 23	First Day of Registration		
November 15	Registration Closes (or until full)		
November 16	West Division Evaluations		
November 18	East Division Evaluations		
November 30	Practices Begin		
December 11	Games Begin		
December 20 - January 3	No Practices / Games		
January 15	No Games		
January 22	Picture Day		
February 5	Play-Offs		
February 12	Championship Games		



Mandatory Evaluations—West Parkway Gymnasium 373 Parkway 91910

Tuesday, November 16th

D Division 5:00p / C Division 5:40p

B Division 6:20p / A Division 7:00p

Mandatory Evaluations—East
Montevalle Rec. Center 840 Duncan Ranch Rd. 91914

Thursday, November 18th

D Division 5:00p / C Division 5:40p

B Division 6:20p / A Division 7:00p

Scan this code with your cellphone camera to view game/practice schedules!





## Parent / Fan Code of Conduct

All parents are required to sign a code of conduct. Parents will be asked to leave for unsportsmanlike behavior.